

# PATHFINDER 2E GM CHEAT SHEET

CHALLENGE POINTS	
Character Level	Challenge Points
Base Level	2
Base Level +1	3
Base Level +2	4
Base Level +3	6

ADDING PREGENS				
Base Level	PCs	CP	Pregens	CP adj.
1	2	<8	2 lvl 1 pregens	+4
	2	8+	2 lvl 3 pregens	+8
	3	<12	1 lvl 1 pregen	+2
	3	12+	1 lvl 3 pregen	+4
3	2	<8	2 lvl 3 pregens	+4
	2	8+	2 lvl 5 pregens	+8
	3	<12	1 lvl 3 pregen	+2
	3	12+	1 lvl 5 pregen	+4
5	2	Any	2 lvl 5 pregens	+4
	3	Any	1 lvl 5 pregen	+2
7+	3	<12	none*	+2
	3	12+	none*	+4

DETERMINE SUBTIER	
Challenge Points	Subtier
15 or less	Low
19 or more	High
16-18, 4 PCs	High
16-18, 5+ PCs	Low

TREASURE BUNDLES					
Level	Treasure Bundle	7 TB (gp)	8 TB (gp)	9 TB (gp)	10 TB (gp)
1	1.4	9.8	<b>11.2</b>	12.6	14
2	2.2	15.4	<b>17.6</b>	19.8	22
3	3.8	26.6	<b>30.4</b>	34.2	38
4	6.4	44.8	<b>51.2</b>	57.6	64
5	10	70	<b>80</b>	90	100
6	15	105	<b>120</b>	135	150
7	22	154	<b>176</b>	198	220
8	30	210	<b>240</b>	270	300
9	44	308	<b>352</b>	396	440
10	60	420	<b>480</b>	540	600

DOWNTIME (FOR 8 DAYS)						
Level	Task	DC	Failed	Trained	Expert	Master
1-2	0	<b>14</b>	8cp	4sp	4sp	4sp
3	1	<b>15</b>	16cp	16sp	16sp	16sp
4	2	<b>16</b>	32cp	24sp	24sp	24sp
5	3	<b>18</b>	64cp	40sp	40sp	40sp
6	4	<b>19</b>	8sp	56cp	64sp	64sp
7	5	<b>20</b>	16sp	72sp	8gp	8gp
8	6	<b>22</b>	24sp	12gp	16gp	16gp
9	7	<b>23</b>	32 sp	16 gp	20 gp	20 gp
10	8	<b>24</b>	40 sp	20 gp	24 gp	24 gp
11	9	<b>26</b>	48 sp	24 gp	32 gp	32 gp
12	10	<b>27</b>	56 sp	32 gp	40 gp	48 gp
13*	11	-	-	40 gp	48 gp	64 gp

DEFAULT STARTING CONSUMABLES		
Level	Item	Heal Amount
1-2	Minor Healing Potion	1d8
3-4	2x Minor Healing Potion	1d8
5-6	Lesser Healing Potion	2d8+5
7-8	2x Lesser Healing Potion	2d8+5
9-10	Moderate Healing Potion	3d8+10

SIMPLE DCs	
Rank	DC
Untrained	10
Trained	15
Expert	20
Master	30
Legendary	40

DC ADJUSTMENTS	
Difficulty	Adj
Incredibly Easy	-10
Very Easy	-5
Easy	-2
Hard (uncommon)	+2
Very hard (rare)	+5
Incredibly hard (unique)	+10

DCs BY LEVEL					
Level	DC	Level	DC	Spell Level	DC
0	14	13	31	1st	15
1	15	14	32	2nd	18
2	16	15	34	3rd	20
3	18	16	35	4th	23
4	19	17	36	5th	26
5	20	18	38	6th	28
6	22	19	39	7th	31
7	23	20	40	8th	34
8	24	21	42	9th	36
9	26	22	44	10th*	39
10	27	23	46	*10th-level spells are usually uncommon/rare, their difficulty should be adjusted accordingly.	
11	28	24	48		
12	30	25	50		

CREATURE IDENTIFICATION			
Trait	Skills	Trait	Skills
Aberration	Occultism	Fey	Nature
Animal	Nature	Fiend	Religion
Astral	Occultism	Fungus	Nature
Beast	Arcana, Nature	Humanoid	Society
Celestial	Religion	Monitor	Religion
Construct	Arcana, Crafting	Ooze	Occultism
Dragon	Arcana	Plant	Nature
Elemental	Arcana, Nature	Spirit	Occultism
Ethereal	Occultism	Undead	Religion

EXPLORATION ACTIVITIES	
<b>Avoid Notice</b>	Use Stealth to avoid being detected.
<b>Defend</b>	Raise a Shield before your first turn begins.
<b>Detect Magic</b>	(concentrate) Detect magic at regular intervals.
<b>Follow the Expert</b>	(audible, concentration, visual) Gain bonus with a skill from an expert ally. Add your level if untrained, and get +2 circumstance bonus (+3 if ally is master, +4 if ally is legendary)
<b>Hustle</b>	Move at double speed for up to Con x 10 minutes (minimum 10 minutes).
<b>Investigate</b>	(concentrate) Use Recall Knowledge to discover clues.
<b>Repeat a Spell</b>	(concentrate) Repeatedly cast the same spell, or continue Activation or Sustain a Spell.
<b>Scout</b>	(concentrate) Party members get +1 circumstance bonus to their initiative rolls.
<b>Search</b>	(concentrate) Seek for hidden doors and hazards.

You must move at half speed to use any of these activities.

### Elite/Weak Adjustment

- Add/Subtract 2 to AC, attack bonus, DCs, saves, Perception and skills.
- Add/Subtract 2 to damage for Strikes and offensive abilities, or 4 for abilities that can be used only a limited number of times.
- Adjust HP using these tables:

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

Starting Level	HP Decrease
1-2	10
3-5	15
6-20	20
21+	30